ORBITAL BLUES

An Unchained Melody

Playtest Edition

Sleney, Clark and Cox

This is the rock and roll future of yesteryear that never was—and nobody wanted.

It is an intergalactic age of cowboys, outlaws and bandits playing on an interstellar stage. It is a time of hyper-capitalism and a cutthroat gig economy. Unreliable trash-heaps carry scrappy underdogs to their next gig, and corporation freighters lumber across the horizon laden with an empire's bounty.

The backstreets of every terraformed metropolis brim with a thousand lonely hearts and a thousand more venal vendettas. The burnt-out wastelands between bright lights are lawless bat countries—anachronistic Americana languishing beneath multiple moons. Madness lies in every direction at every solar hour.

These are the music-fuelled, moon-age daydreams of a rebel space age.

These are your

ORBITAL BLUES

A book by **SOULMUPPET PUBLISHING**

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Project (and bad layout and cartography) by Zachary Cox

"Trailer for sale or rent.
Rooms to let, 50 cents.
No phone, no pool, no pets."

- Fairview Motel, New Reno, Sutler System

Welcome to the *Orbital Blues* Quickstart.

We're treating this like a playtest, ahead of the launch of our Kickstarter in March 2021. We're including the very basic rules of the game and a short adventure, where you explore a region of the Outlaw Galaxy known as the *Sutler System*.

Instead of including the full *Orbital Blues* character creation system, we've provided six pre-generated characters, who make up the crew of the *Unchained Melody*, a small freighter ship. The characters are workers in the "Gig Economy", taking jobs as smugglers, thieves or bounty hunters.

Feel free to change the names, pronouns and appearances of these characters to suit your needs.

To give feedback on the playtest, start a discussion with us on the SoulMuppet discord, tweet at @SamSleney or @JellyMuppet, or email us at info@soulmuppet.co.uk. Keep an eye out for the Kickstarter in March/April.

We're currently working on the following features:

- Full Character Creation
- More Troubles and Gambits
- Character Progression
- Detailed Vehicle Rules
- Storyteller Tools
- Things to do with Money
- Crew Equipment
- Lots of Random Tables
- More Weapon Mods/Crafting
- Layout by someone good

The Unchained Melody

Medium Vehicle
Body 2
Integrity 1
Systems 0
Damage 8
Fuel 4

Purpose: Scrap Hauler
Origin: Found on a junk-heap
Chassis: Slowly Falling Apart
Features: Freighter's Claw, Empty Junker's Hold

Stats

Muscle is the strength of your arm and the bulk under your jacket. Use **Muscle** to force open a door, hit something or someone, or do some heavy lifting.

Savvy is the speed of your arm, the pull of your trigger finger. Use **Savvy** to lie about why you haven't paid a debt, or to see how fast you can draw your gun when that conversation goes south.

Grit is your ability to never give up and never give in. Use **Grit** to resist pain, continue on with arduous tasks without rest, or keep a straight face during a high-stakes game.

Pools

Heart is your ability to get hit and keep going. It's your physical health and wellbeing. Should a character's **Heart** drop to zero, they're on the brink of death—better plan a suitably dramatic exit before your character bites the bullet.

Blues is a character's past sins, personal grievances and guilty hangups. You gain **Blues** from your **Troubles**. They also serve as a measure of growth and experience—in the full game, you gain additional **Gambits** and **Troubles** as you accrue **Blues**.

Abilities and Equipment

Gambits are talents, tricks and reliable assets that characters call upon to get jobs done. They might reflect a character's past, social ties or abilities, and they make player characters stand out in the Frontier Galaxy.

Troubles represent your misgivings, misdeeds, vices and regrets. **Troubles** create backstories, generate contacts, and provide a source of **Blues**.

Equipment & **Mementos.** Besides the clothes on your back, you start play with some basic weapons, and a personal memento from your past deeds.

PRONOUNS: He/Him

MUSCLE: 0

SAVVY: 2

GRIT: 1

HEART: 8

WEAPONS: Pistol (**Personal**: **Concealable**), Stun Baton (**Melee**: **Stunning**)

MEMENTO: Golden pocket watch.

MAJOR GAMBITS: **Heard It Through the Grapevine**

Once per **Arc**, your character can make a **Savvy** check to discover something advantageous regarding the Crew's current predicament. Additionally, you have the **Upper Hand** when on all rolls related to gathering rumours or obtaining suppressed information.

MINOR GAMBITS: **Thick Pockets**

Your pockets bulge. You always count as having **Savings**. You can surrender this advantage at any time for a single **Payoff**. Tell the other characters where your recent wad of cash came from.

TROUBLES: **Through Your Teeth**

You've never found an honest word that wasn't outperformed by a perfect lie.

Answer two at character creation:

- Where did you learn to weave such compelling falsehoods?
- What is the biggest thing the truth ever cost you?
- How do you turn lies into money?
- Whose trust did your silver tongue cost you?
- Who would seek your ruin if they knew the truth?

Once per **Scene**, when you answer one of the remaining questions during play, gain 1 **Blues**.

Gain 1 **Blues** when:

- Someone doesn't trust you even though they should.
- You lie out of habit.
- You accidentally reveal something true about yourself with a lie.
-

PRONOUNS: They/Them

MUSCLE: 1

SAVVY: 0

GRIT: 2

HEART: 9

WEAPONS: Shotgun (**Personal**: **Shot**), Wrench (**Hand**: **Stunning**)

MEMENTO: The keys to your first spaceship.

MAJOR GAMBITS: **More Like Guidelines Anyway**

In a tight spot, you can jury-rig and overdrive systems on your ship. Decrease one of the ship's **Stats** by 1, and increase another **Stat** by 1. After an hour, the increased **Stat** returns to normal, and you make a **Savvy Check** to attempt to return the decreased **Stat** to normal. If you fail, it will need some replacement parts - gain a **Debt**.

MINOR GAMBITS: **Just Nuts and Bolts**

You are a mechanical wizard. When you come across a broken piece of technology, the **Storyteller** will always tell you what parts you need to fix it and how long it will take.

TROUBLES: **Yellow-Bellied**

They called you a coward. Worst is, they ain't wrong.

Answer two at character creation:

- Why are you so scared?
- Which friend did you lack the stomach to stand up for?
- What ideal did you betray because you weren't strong enough?
- Who did you try to stand up to, and what did it cost you?
- Who always stood up for you no matter what?

Once per **Scene**, when you answer one of the remaining questions during play, gain 1 **Blues**.

Gain 1 **Blues** when:

- You bottle it.
- You ruminate on the worst thing that could happen in this situation.
- Someone calls you a coward, and they're right.

PRONOUNS: They/Them

MUSCLE: 0

SAVVY: 2

GRIT: 1

HEART: 8

WEAPONS: Sniper Rifle (**Military: Precise, Long Ranged**), Machete (**Melee: Intimidating**)

MEMENTO: Postcard from your honeymoon.

MAJOR GAMBITS: **Fast Hands**

When rolling **Initiative**, you roll 2D3 and add the higher to your **Savvy**. You are always on edge. If the party is **Suprised**, you can still act on your first **Turn**.

MINOR GAMBITS: **Locked and Loaded**

Add an extra keyword to one of your starting **Weapons**.

TROUBLES: **Lovesick**

You had a lover, but now they're gone. You're still pretty sore about it.

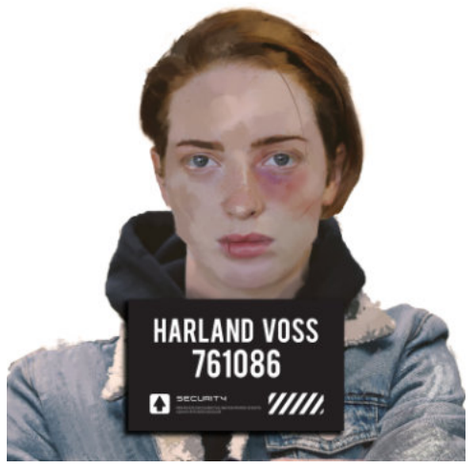
Answer two at character creation:

- How did you meet them?
- Who said "I love you" first?
- How did you spend your happiest day together?
- When did you realise it was over?
- Where did it end?

Once per **Scene**, when you answer one of the remaining questions during play, gain 1 **Blues**.

Gain 1 **Blues** when:

- You struggle to open up to someone, because it hurts too much.
- Something reminds you of them, and it stings.
- You see something that you used to do with them.



PRONOUNS: She/Her

MUSCLE: 2

SAVVY: 0

GRIT: 1

HEART: 10

WEAPONS: SMG (**Personal**: **Rapid Fire**), Knuckleduster (**Improvised**: **Stunning**)

MEMENTO: Gang tattoos.

MAJOR GAMBITS**: Fighter, Not A Lover**

The first time each **Session** you would spend **Heart** for **Exertion**, roll a **Blues Check** instead. If successful, you do not spend **Heart**.

MINOR GAMBITS: **Beast**

You are very intimidating. It has its benefits, including but not limited to rolling with the **Upper Hand** against the cowardly, or **Against the Odds** against those with something to prove.

TROUBLES: **Red Right Hand**

The quickest way to end a fight is to do spectacular violence before your rival.

Answer two at character creation:

- What was the first fight you ever won?
- Which scar do you wear with pride?
- What enemies have you worked hard to earn?
- When was the last time you killed someone you only meant to maim?
- Which old friend now fears your brutality?

Once per **Scene**, when you answer one of the remaining questions during play, gain 1 **Blues**.

Gain 1 **Blues** when:

- You lose your temper.
- You reach for weapons before words.
- You leave a foe cowering in submission.

PRONOUNS: She/Her

MUSCLE: 0

SAVVY: 1

GRIT: 2

HEART: 8

WEAPONS: Revolver (**Personal**: **Intimidating**) Switchblade (**Improvised**: **Concealable**)

MEMENTO: Outdated police badge.

MAJOR GAMBITS: **Devil's Right Hand**

A pistol is as much a weapon as it is an extension of your will. You always have the **Upper Hand** when attacking with pistols, and you can use your pistol to incapacite, disarm or perform other unconventional trick shots at a standard difficulty (without rolling **Against The Odds**).

MINOR GAMBITS: **It's All In The Details**

You notice all manner of things others might not. You have the **Upper Hand** on **Observation Checks** to notice small details.

TROUBLES: **In Too Deep**

You got involved with the wrong people and did things you're not proud of.

Answer two at character creation:

- Which unsavoury organisation did you work with?
- Which lawman would remember your face?
- When did you realise you'd gone too far?
- How did you wriggle free? Are you off the hook?
- Which old friend would help you with something illegal if you asked?

Once per **Scene**, when you answer one of the remaining questions during play, gain 1 **Blues**.

Gain 1 **Blues** when:

- You rely on a talent learnt from your old job.
- You handle consequences you used to not have to worry about.
- You force someone to do something they don't want to do.

PRONOUNS: He/Him

MUSCLE: 2

SAVVY: 1

GRIT: 0

HEART: 10

WEAPONS: SMG (**Personal**: **Rapid Fire**) Baseball Bat (**Improvised**: **Stunning**)

MEMENTO: Brochure for the pleasure yacht ISP Watson.

MAJOR GAMBITS: **Friends In Low Places**

When you return to an old haunt and seek some old friends, roll a **Blues Check**. If you succeed, in addition to gaining a **Blues**, roll with the **Upper Hand** on your next check to obtain or coerce something from them.

MINOR GAMBITS: **Beauty**

You are attractive by any measure. It has its benefits, including but not limited to rolling with the **Upper Hand** on **Checks** against the smitten, or **Against the Odds** against the envious.

TROUBLES: **Party Animal**

You know how to live. Let the naysayers hang, damn their eyes.

Answer two at character creation:

- Where do you go to blow off steam?
- What is the worst crime you've done to have a good time?
- Who do you party with?
- Which narcotics help you find that ever-fading zen?
- What feeling do you bury deep beneath drugs and bad decisions?

Once per **Scene**, when you answer one of the remaining questions during play, gain 1 **Blues**.

Gain 1 **Blues** when:

- You enjoy yourself more than you probably should.
- You do a careless thing in a serious situation.
- You cover your true feelings with debauchery.

Playing The Game

One player assumes the role of the Storyteller. They narrate the story of the players, known as the Crew. The Crew, in turn, describe what their characters do.

Stat Checks

When a player character or NPC attempts something with a chance of failure, they roll a **Stat Check**. Opening an unlocked door doesn't require a **Stat Check**, but forcing open a jammed, locked or blocked door does. Walking across a clear room is easy enough, but quickly traversing a room filled with security measures needs a **Check**. **Stat Checks** also determine how well you can shrug off narcotics, dodge explosions or resist a vice.

A **Stat Check** uses either **Muscle**, **Savvy** or **Grit**. To make a Stat Check, roll 2D6 and add the relevant Stat. If the total is 9+, you succeed. Otherwise, you fail. Either way, the Storyteller narrates the result.

A **Stat Check's** target number is always 9. If the situation is easier or harder, roll with **Upper Hand** or **Against The Odds**, as appropriate.

The Upper Hand

Stat Checks that are easier than average—whether due to a **Gambit**, training, equipment or environmental circumstance—have the **Upper Hand**. For example, a door is easier to force open if you have help, a crowbar, or if the mag-lock circuits are blown—roll with the **Upper Hand**.

When you have the **Upper Hand**, roll 3D6 and discard the lowest die before adding the appropriate **Stat** as usual.

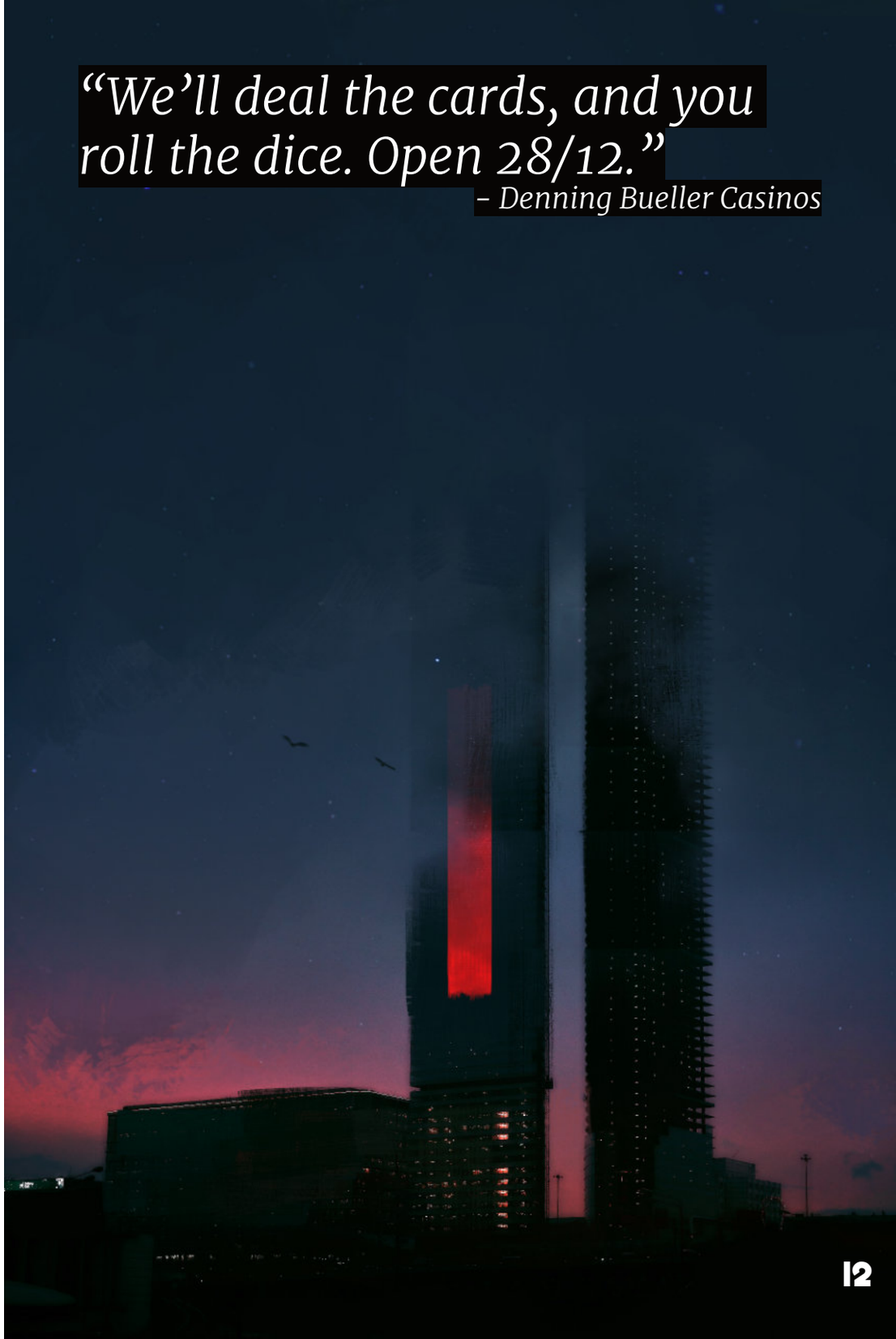
Against the Odds

Similarly, **Stat Checks** that are harder than average—whether due to a **Gambit**, adverse effects, lack of training or equipment, or environmental circumstances—are **Against the Odds**. It is harder to force open a door when you are injured, in waist deep water, or if the door is well-constructed or jammed—roll **Against The Odds**.

When you are **Against The Odds**, roll 3D6 and discard the highest die before adding the appropriate **Stat** as usual.

"We'll deal the cards, and you roll the dice. Open 28/12."

- Denning Bueller Casinos



Multiple Instances

Each instance of the **Upper Hand** cancels out an instance of **Against the Odds**, and vice versa. If you use a crowbar (**Upper Hand**) to open a rusty iron door (**Upper Hand**) while in low gravity (**Against the Odds**), you make the **Stat Check** with the **Upper Hand**, as the two circumstances granting the **Upper Hand** outnumber the one **Against the Odds**. However, if the door is also blocked by something on the other side (**Against the Odds**), they all cancel each other out and you roll 2D6 as normal.

Stat Checks never roll more than three dice.

A **Stat Check** with three or more instances of the **Upper Hand** after cancelling is **Trivial**. It succeeds automatically, without a **Stat Check**.

A **Stat Check** with three or more instances of **Against the Odds** after cancelling is **Impossible**. It fails automatically, without a **Stat Check**.

Observation Checks

Make **Observation Checks** to discern an environment's unusual features—to see, smell or hear something that isn't obvious. Characters can normally hear companions' speech in a quiet room, but might not hear it amid a roaring crowd or a blistering gunfight.

Following the **Storyteller's** general description of a location, players may ask for further details, potentially requiring an **Observation Check**. Alternatively, the **Storyteller** might request an **Observation Check** to notice hidden details or dangers such as traps or enemies.

Unlike **Stat Checks**, an **Observation Check** has no modifier: simply roll 2D6 against a target of 9+ to succeed, otherwise the **Check** fails. Either way, the Storyteller narrates what the character observes.

On a failure, the **Storyteller** can provide a description reflecting uncertainty, or provide unreliable or lespartially correct information.

Measuring Time

A **Scene** is usually defined by one or two connected backdrop locations, and a few key events, exchanges or altercations. A **Scene** could be a tense moment at the casino, a barfight that spills out into the street, or a particularly heated argument on the bridge between jobs.

An **Arc** is a collection of **Scenes**. It could be anything from the events taking place over one black-out weekend, to a several-year hunt of a particularly notorious bounty.

Exertion

Characters can spend **Heart** on **Exertion** to overcome poor dice rolls. After you roll a **Stat Check**, **Observation Check** or **Attack**, or after an opponent rolls an **Attack** against you (but before the **Storyteller** narrates the roll's result), you can spend any amount of **Heart**, and reroll one die for each **Heart** spent.

Regardless of the outcome, the new results stand. You can never use **Exertion** to reroll a die you have already rerolled.

Blues Check

A character makes a **Blues Check** whenever something terrible happens to them. It is a measure of stress and turmoil for an outlaw. **Blues Checks** often relate to a character's **Troubles**, but anything that saddens them might call for a **Blues Check**.

To roll a **Blues Check**, the player rolls 2D6 and adds their **Grit**. If the total is 9+, the character is shook up, but they take it in stride. They gain 1 **Blues**. If the total is 8 or less, the feeling passes, and they gain no **Blues**.

Trouble's Brewing

Once per **Arc**, when a character has at least 8 **Blues**, they can declare one of their **Troubles** is **Brewing**. Sad music plays as they try to assuage their **Blues** by confronting the source of their **Trouble**. They might seek a verbal confrontation or a violent one. They might have a depressive or manic episode, indulge a vice or wallow in their **Blues**.

For the rest of that Scene they can spend **Blues** for **Exertion** instead of **Heart**. They take half damage from all attacks during this **Scene**.

At the end of the scene, they reset their **Blues** to zero. They also choose one of the following:

- Gain a new **Trouble**.
- Gain a new **Gambit**.
- Restore all missing **Heart**.
- Increase a **Stat** by 1 (up to 3).

Even if the character survives the **Blues**, nothing they do will make them feel much better.

Money

Cold hard cash. You want it, your debtors need it, and for some reason, your friends are always asking for it, too.

Rather than tracking each individual credit, we manage the Crew's expenditure with the following abstract mechanics.

Debt and Credit

At the end of each session, the Crew calculates their **Debts** and **Credits**:

Gain 1 **Debt** if:

- Your ship needs repairs.
- You crashed your ship.
- One of the **Crew Members** recovers their **Heart**.
- You used your ship to fly any distance.
- You used your ship to fly between planets.
- You used your ship to fly between systems.
- You have an outstanding **Loan**.
- You fired a weapon with **Limited Ammo**.

You might spend money on assets during the session, which will require you to take additional **Debts**.

You get paid in **Credits** for doing jobs or selling important items.

- 2 **Credits** might be a simple job, like capturing a minor criminal for a bounty, moving simple goods a short distance or roughing up some local criminals.
- 4 **Credits** might be a standard job, like apprehending a career criminal for a bounty, transporting valuable goods between planets or dealing with a gang.
- 6 **Credits** might be something more complex or dangerous, like capturing a wanted mob boss, moving illegal goods across a system or murdering someone.
- 8 or more **Credits** might cover incredibly dangerous jobs, like bringing down an entire gang, getting involved in drugs or weapons trafficking, or robbing a bank.

Illegal work pays more **Credits**, but has its own risks.

If you have any **Savings**, you gain an additional **Credit** at the start of every session.

Payoff

If your **Debts** are greater than your **Credits**, roll or choose one of the following:

1. You take out a **Loan** from an amenable contact.
2. If you have any **Savings**, you lose them.
3. A friend helps you make ends meet—you owe them a favour.
4. You lose a friendly contact.
5. You gain an unfriendly contact
6. You sell something important.

If your **Debts** are 3 greater than your **Credits**, choose again from the above list. Alternatively, the Storyteller might tell you which option has happened, without allowing you being able to choose.

If your **Credits** are greater than your **Debts**, roll or choose one of the following:

1. You bank the money—gain some Savings.
2. You pass on your windfall to a friend—they owe you a favour.
3. Repair your ship's Hull or set your Fuel to full.
4. You advance a **Crew Project** by 1 pip.
5. You lose an unfriendly contact.
6. You gain a friendly contact.

If your **Credits** are 3 more than your **Debts**, choose 2 from the above list.

If you don't pay your **Debts**, someone will send a bounty hunter after you.

Crew Projects

Some Crew Members spend their downtime assembling, designing or saving for upgrades to their Equipment and Crew.

Add the end of each session, you can use **Payoff** to advance a **Crew Project** by 1 pip. When you fill a number of pips equal to the number of **Crew Members**, do one of the following:

- **Upgrade the Ship:** Increase one of the ship's **Stats**, **Hull** or **Fuel** by 1.
- **Obtain Asset**: Create or purchase a new piece of **Crew Equipment**.
- **Scientific Breakthrough**: Invent a design for a new piece of **Crew Equipment**. A prototype must be further purchased by **Obtain Asset**.
- **Upgrade Weapon**: Add a **Trait** to a ship or Crew Member's **Weapon**.

Combat

Whether it's a quick flash of switchblades in the street, a deadly brawl on top of a moving mag-train or an adrenaline-fuelled raid on a high-rise apartment full of mobsters, combat is bound to happen.

In combat, time is divided into **Rounds**. Each **Round** represents a scant few moments—around 10 seconds of in-game time. During a **Round**, characters take **Turns** moving and acting.

On their **Turn**, characters can move a short distance and perform an action—like attacking, using equipment or interacting with the world.

Initiative

Initiative determines the order of **Turns** within a **Round**. To determine **Initiative**, each character rolls D3 and adds their **Savvy**, taking into account any modifiers from **Gambits**. Characters take **Turns** in descending **Initiative** order.

Recalculate **Initiative** at critical or dramatic moments, with +1 or -1 modifiers awarded based on the narrative circumstances of the conflict.

Surprise

In the rough and tumble landscape of the Frontier Galaxy, fair fights rarely happen. A character who is not ready for combat is **Surprised**, and cannot move or take any actions on their first **Turn** in **Initiative**.

Knives to a Cinematic Gunfight

Fortune favours the brave, not those who hide behind crates and blindly fire semi-automatic weapons.

Guns can be clunky and slow compared to the simplicity of a melee weapon. When rolling **Initiative**, characters using a **Melee Weapon** roll 2D3 and add the higher to their **Savvy**.

Once per combat, a character using a melee weapon against opponents armed with guns may evoke the "Rule of Cool", granting them one roll with the **Upper Hand**. They could use the roll to close the gap at a weak point in the enemy gunline, disarm a hitman, or make the critical slide over the hood of the mobster's car to get started with the hand-to-hand.

Distances

Distance and space in combat is simplified into four bands called **Ranges**: **Close**, **Nearby**, **Far** and **Remote**:

- **Close** is melee range. **Close** characters can exchange blows or whisper.
- **Nearby** is the size of a small room. **Nearby** characters can talk without shouting, toss things to each other without difficulty, or move to **Close** at a moment's notice.
- **Far** is shooting range. **Far** characters must raise their voices to talk.
- **Remote** characters have a lot of space between them. **Remote** characters require specialised weapons or equipment to interact. **Remote** fighting requires scoped weapons, and communication requires a phone, earpiece or radio.

Measure **Distance** from the characters to important threats, environmental features and objectives.

Use common sense to decide how **Range** bands affect play. For example:

Attacking

- You can declare a melee attack against any **Close** enemy.
- The ideal **Range** for Hand weapons is **Nearby**.
- The ideal **Range** for Standard weapons is **Far**.
- Roll Remote **Attacks Against the Odds** (unless the weapon is **Scoped**).
- Roll ranged **Attacks** at non-ideal ranges **Against the Odds.**

Moving

- You can move from **Close** to **Nearby** (or visa-versa) freely on your **Turn**.
- Moving from **Far** to **Nearby** (or visa-versa) takes an **Action**.
- Moving from **Remote** to **Far** (or visa-versa) takes several **Actions**.
- To move towards or away from an enemy while they are chasing or shooting at you, roll a successful **Savvy Check**. If you fail, either choose to stay put or allow the enemy to **Attack** you.
- In a chase, both parties roll a **Savvy Check**. If both parties pass or fail, then they remain the same **Range**. If one party passes and the other fails, then the winning party closes/widens the gap by one **Range** band. If the chased party moves to **Remote Range** of their pursuer, they escape.

Attacking

As an **Action** on their **Turn**, character can make one **Attack**:

1. Determine the **Target Number** to hit the enemy. The default **Target Number** is 8, modified by equipment and **Gambits**.

2. Roll 3D6. Choose two of the dice and add the appropriate **Stat** for this type of **Attack**. If the total meets or exceeds the **Target Number**, the attacker successfully hits the enemy. If no two of the dice (with the added **Stat**) can meet the **Target Number**, the attack misses—but maybe something bad or inconvenient happens instead.

3. On a successful hit, the remaining die serves as damage. Subtract its value from the target's **Heart**, plus any modifiers from the **Weapon**.

When **Attacking** with the **Upper Hand**, roll 4D6 instead and discard the lowest die.

Similarly, when **Attacking Against the Odds**, roll 4D6 but discard the highest die.

A **Trivial Attack** hits automatically, regardless of the **Target Number**—roll 2D6 instead, and deal the higher die as damage, plus any modifiers.

An **Impossible Attack** has no effect on the target.

Death

When a non-player character is reduced to 0 **Heart**, they die. They might instead be knocked unconscious if the attacker wants.

When a Crew Member is reduced to 0 **Heart**, roll D6. If the result is equal to or less than the number of **Troubles** they have, their story comes to an end. If the result is greater than their number of **Troubles**, they find themselves **Knocking on Heavens Door**.

Knocking on Heaven's Door

Characters who find themselves **Knocking on Heaven's Door** are unconscious, delirious or injured, and rely on their companions to save them. When a character is **Knocking on Heaven's Door**, they may disclose a great regret, fear or disappointment.

Without medical assistance, a character **Knocking on Heaven's Door** regains consciousness in 2D6 hours. They gain a new **Trouble**, as skirting the brink of death takes its toll.

Weapons

The weapons that player characters may begin play with are typically commonly available, hand-held weapons befitting storied individuals who regularly engage in the acts of self-defence and small skirmishes common in the Frontier Galaxy.

There are 4 types of weapons:

- **Improvised Weapon**: A discreet melee weapon. Possibly a tool used as a weapon, like a wrench or switchblade, or knuckledusters or a fist. Roll **Attacks Against The Odds** against **Mobs**. **Choose One**: **Concealable, Intimidating, Stun**.
- **Melee Weapon**: **Dangerous** but **Conspicuous**. Maybe a sword, a stun-baton, or a machete. **Choose One: Armour-Piercing, Defensive, Stun, Intimidating.**
- **Personal Weapon**: A small firearm, legal on most worlds. A pistol, sawed-off, or a low-powered rifle. **Choose One: Armour-Piercing, Concealable, Intimidating, Precise, Rapid-Fire, Shot, Silent, Stun.**
- **Military Weapon**: A weapon meant to do harm to the wicked, or anyone else who stands in your way. Require a license on most worlds. An assault rifle, shotgun, sniper rifle, or a grenade launcher. **Deadly** but **Conspicuous**. **Choose One: Armour-Piercing, Explosive, Intimidating, Long-Range, Rapid-Fire, Shot, Silent. Choose One: Heavy, Loud, Limited Ammo.**

Traits

- **Armour-Piercing**: The **Target Number** for **Attacks** is always 8, even if the target is wearing **Armour**.
- **Concealable**: Small, easy to hide. Roll with the **Upper Hand** on **Checks** to conceal.
- **Conspicuous**: Roll **Against The Odds** on **Checks** to conceal.
- **Dangerous**: Automatically takes a **Goon** out on a hit.
- **Deadly**: Automatically takes a **Goon** out on a hit. When attacking **Mobs**, reduces **Size** by 1 extra.
- **Defensive**: +1 **Target Number** when defending against melee attacks.
- **Explosive**: Damages nearby structures when fired. When attacking **Mobs**, reduces **Size** by double the normal amount. Choose **Loud** or **Limited Ammo** in addition to any normal drawbacks.
- **Intimidating**: Looks fearsome. You put the fear in the hearts of lesser folks.
- **Long Ranged**: You can shoot **Remote** targets without penalty.

- **Silent**: Doesn't make a thunderous racket when you fire it.
- **Stun**: At zero **Heart**, targets are unconscious instead of dead.
- **Rapid-Fire**: On a hit, reduces the **Size** of a **Mob** by an additional 1.
- **Precise**: Attack a specific location on or near a target without rolling **Against The Odds**.
- **Shot**: Shoots lots of small pellets from a single shell. Roll with the **Upper Hand** to attack **Close** and **Near** targets. Roll **Against The Odds** on **Far** targets. Attacks are **Impossible** against Remote targets.

Drawbacks

- **Loud**: When you fire it, folks the next moon over probably hear it, too. Enemies will come running.
- **Heavy**: Requires at least 1 **Muscle** to lug it around.
- **Limited Ammo**: Ammunition is rare, expensive and heavy. Attacking with it imposes a **Debt**.

Ship Weapons

Ship weapons work the same as normal weapons, but are much larger:

- **Improvised Weapons** might be ramming your opponent's ship, or clever use of weaponised exhaust, like engines or thrusters.
- **Melee Weapons** are rare, but might be a battering ram, salvage-lasers, EM-grapples or boarding-hooks.
- **Personal Weapons** might be re-purposed salvaging or mining tools, like mining lasers, plasma cutters and harpoon cannons.
- **Military Weapons** are purpose built anti-ship weapons, like railguns, torpedoes or flak-launchers. They tend to draw a lot of attention, and only be seen on dedicated combat or law-enforcement vessels.

Enemies

Combat is an unfortunate inevitability of the Outlaw life, so it's important for a Crew and its players to know what they're up against.

There are two three kinds of enemies: **Goons** and **Marks**. Large groups of Goons can be grouped in **Mobs** or **Organisations**, reflecting their combined efforts, resources and training a collection may possess.

Goons

Goons are exactly what they sound like—the galactic chaff in every two-bit gangster's backroom, guarding every crooked casino door, and patrolling the interstellar streets in the name of domineering laws. Typically out-gunned, out-witted or out-maneuvered alone, **Goons** commonly strike against Crews in number. Alone, they don't pose any real concern. Any attack that deals more than 3 damage takes down a **Goon**.

Goons have two profiles: one for individuals, and another for when they **Mob** up.

An example of **Goons** is a planetary district's local cops. Alone, the average individual cop on a district's force is unlikely to bust any of the Crew's schemes, figure out their grifts, or gun down an outlaw in a one-on-one shootout.

Cop

Loyalty: New Houston Police Force

Muscle: 1 **Savvy**: 1 **Grit**: 0

Weaponry: Pistol | Baton

Equipment: Radio | Handcuffs

Moods: 1. Paranoid | 2. Arrogant | 3. Imperious |4. Disorganised | 5. Oafish | 6. Corruptible

Goons do not have access to **Gambits** or **Troubles**, though they do have D6 **Moods** to suggest how they might operate in play, as well as a **Loyalty** to whomever they work for. **Goons** have a basic array of **Weaponry** and/or **Equipment**, and lower stats compared to a single Crew Member.

A Mob of Goons

When a Crew does something worth dispatching a squad, then a **Mob** of them might show up to deal with it. As few as 3 **Goons** can be a **Mob**, acting as follows:

- They have a shared profile, often slightly better than a **Crew Member**.
- They act together with the same **Initiative** and **Turn**.
- Acts which require high levels of coordination, roll a **Savvy Check**.
- When rolling **Initiative**, **Mobs** roll 2D3 and take the lower, then add it their **Savvy**.
- When attacking a single target, they deal additional damage equal to their **Size**.
- **Mobs** may split their fire between a number of targets up to their **Size**, but if they do so, they roll all attacks **Against The Odds** and do not add additional damage as above.
- Each attack that does more than 5 damage reduces the **Mob's Size** by 1. When the squad **Size** drops to zero, the **Mob** is taken out of action.

Police Squad

Loyalty: New Houston Police Force **Size**: 3 or more

Muscle: 2 **Savvy**: 1 **Grit**: 1

Weaponry: Pistols | Batons | Shotgun (1 in 4)

Equipment: Radios | Handcuffs | Patrol Car (1 in 3)

Moods: 1. Disorganised | 2. Blundering | 3. Aggressive | 4. Relentless | 5. Arrogant | 6. Destructive

This squad is a good final hurdle in a chase or shootout. They have one patrol car for every 3 members, and one shotgun for every 4 members.

Which type of enemy should I use?

- Use **Goons** to oppose one Crew Member, or in scenes with low stakes.
- Use **Squads** when you want a blazing gunfight or a chase where the whole Crew are on their back foot.
- Use **Organisations** to oppose an Crew over a whole arc.
- Use **Marks** as social threats, bounty targets or as a serious enemy you want to put a face and a name to.

Organisations

Groups of **Goons** may also operate in large enough numbers to become an **Organisation**—a whole syndicate, gang, precinct or corporation. **Organisation** profiles are not intended to be used in combat, but rather to make social or intrigue-based rolls. They have **Resources**, instead of **Equipment** and **Weaponry**, and a **Reach**, which defines their scale.

Police Precinct

Loyalty: New Houston Police Force **Size**: 40+

Muscle: 2 **Savvy**: 2 **Grit**: 1

Resources: 5 Police Squads | 5 Patrol Cars | Armoured Shuttle | 2 Undercover Agents |

Reach: Trusted, Planetary

Marks

Marks are notable NPCs or antagonists who merit more detailed profiles and abilities. A Mark could be anything from a Crew's bounty hit, a rival, a competitor, or a soured benefactor. Marks are always individuals, and have full profiles like Crew Members, complete with their own **Gambits** and **Troubles**.

A example **Mark** to rival an Crew might be a hard-bitten Police Commissioner set on busting them:

Commissioner Jack DeLacy

Loyalty: New Houston Police Force

Muscle: 1 **Savvy** 3 **Grit**: 2

Heart: 9 **Affluence**: 2

Weapons: Pistol (Revolver)

Gambits: Heard it Through The Grapevine | Friends in High Places

Troubles: Papa Was a Rolling Stone

Reach: Respected, City-wide

Between his high **Savvy** and resourceful **Gambits**, DeLacy could cause a Crew some problems—with DeLacy and a squad or two of Cops closing in on them, even a competent Crew would struggle to make a clean getaway. But Delacy also struggles with his own troubles, living in the shadow of his predecessor **(Papa Was A Rolling Stone**). A clever Crew could leverage this information to undermine or defeat DeLacy.

"No one dared to ask his business, no one dared to make a slip, for the stranger there among them had a big iron on his ship."
- Monarch-Daxon Firearms Marketing Slogan

Vehicles

The Frontier Galaxy is a vast place, filled with a near-infinite number of junkers, speeders, freighters and fighters, and the diversity of ships is as varied as the galactic populous itself. These rules are intended to work for interplanetary space ships, but they can just as easily be used for ground vehicles or sub-atmospheric vessels.

Vehicles are driven by **Pilots**. You might use the Vehicle's or Pilot's **Stats.**

Vehicle Stats

Body is the strength of a vehicle's build. It encompasses how well the vehicle is made, how well it has aged, and how well it copes with the pressures of use.

Integrity is how well a vehicle does the job it was built for. It covers how much cargo a pirate's freighter can carry, the capacity and reliability of a transport vessel, the manoeuvrability one-pilot speeder and how fast a muscle car can eat up tarmac.

Systems is the effectiveness of a vehicle's auxiliary systems, such as scanners, radar, on-board computers, stabilisers or targeting systems.

In addition to their **Stats**, vehicles have **Hull** and **Fuel**.

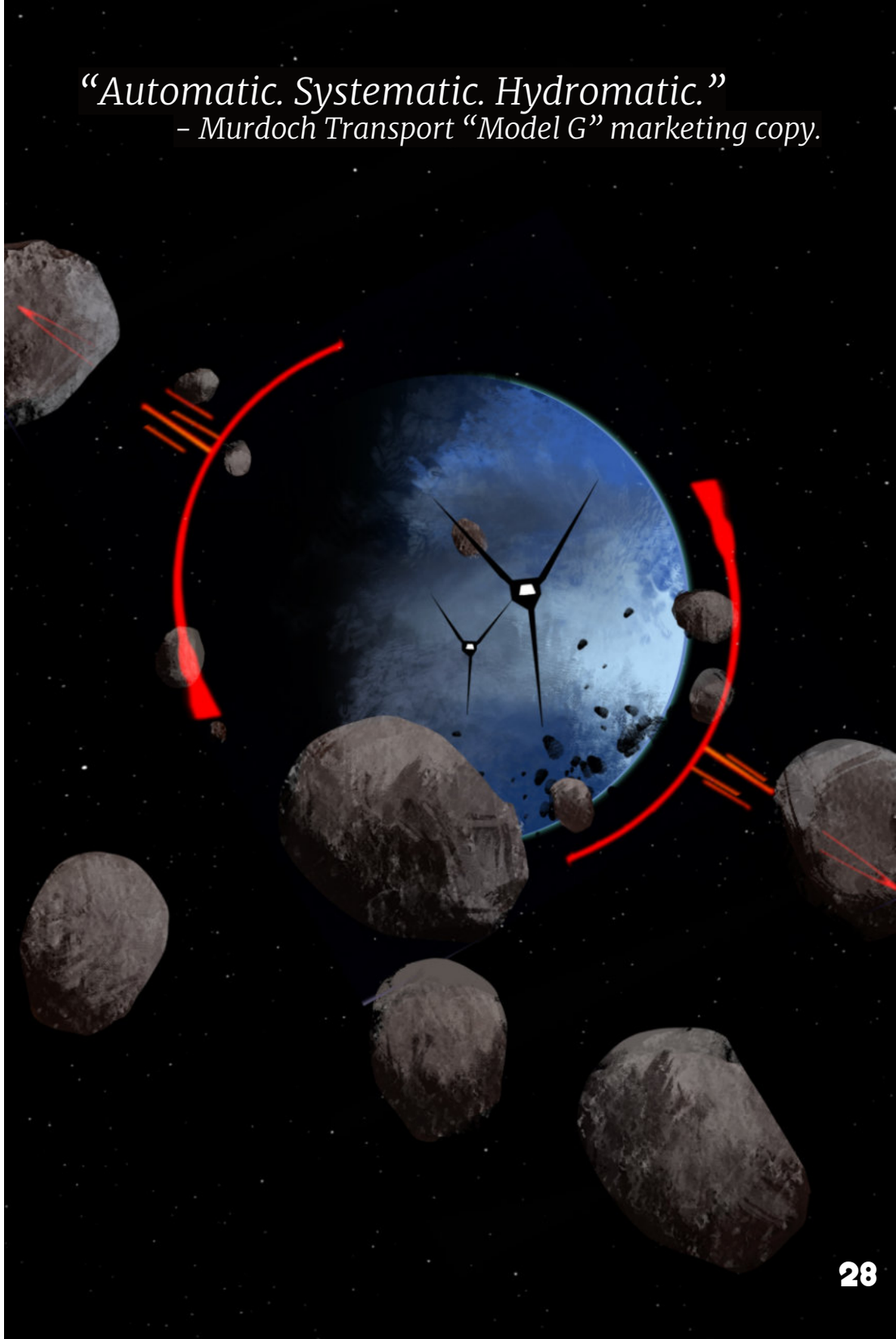
Hull is a vehicle's "health" for the purposes of combat and arduous journeys. Ships have **Hull** equal to 6 plus **Body**. If you run out of **Hull**, the vehicle is taken out of action and the **Crew** will either have to attempt a fix of the damaged systems, or abandon ship using escape pods or shuttles. If the ship is in low orbit of a planet, it might crash. You can repair a point of **Hull** by rolling a **Stat Check**, or fully restore a vehicle's **Hull** at appropriate locations using your **Payoff**.

Fuel is a measure of how far a vehicle can go on what's left in the tank. Ships have a maximum **Fuel** equal to 3 plus **Integrity**. A vehicle loses one point of **Fuel** for every **Scene** where it is used. If you run out of **Fuel**, best turn on a distress signal and hope someone friendly shows up. You can fully restore a vehicle's **Fuel** at appropriate locations using **Payoff**.

Vehicle Combat

Vehicle combat works like normal combat, but everything is bigger. Ranges are measured on larger scales, appropriate to the type of vehicles involved. Attacks made by and against vehicles tend to use heavier, larger weapons, but still use the same rules. Roll **Initiative** with the vehicle's **Integrity** or the Pilot's **Savvy**. Pilots can use their own **Heart** or the vehicle's **Hull** or **Fuel** for **Exertion**. If a **Vehicle** attacks a human target, it does double damage.

"Automatic. Systematic. Hydromatic."
- Murdoch Transport "Model G" marketing copy.



The Sutler System

A backwater system situated around a dying sun, the Sutler System is an isolated pocket of space where fledgling crews can expect to come up against smugglers, petty crime, and cutthroat mobsters. It is a poorly-policed system of dying industry, and perfect for beginning larger adventures with interstellar outlaw Crews.

Synopsis

The **Parazzo Family**, led by eldest sister **Toni**, are slowly increasing their control over the crime and business in the system. They want to quash a rival drug smuggling operation emerging under **Saul Jackson**, reclaim money stolen by **Indie Carter**, and crush their rivals, the **Reno Snakes**, led by **Francine Dubois**.

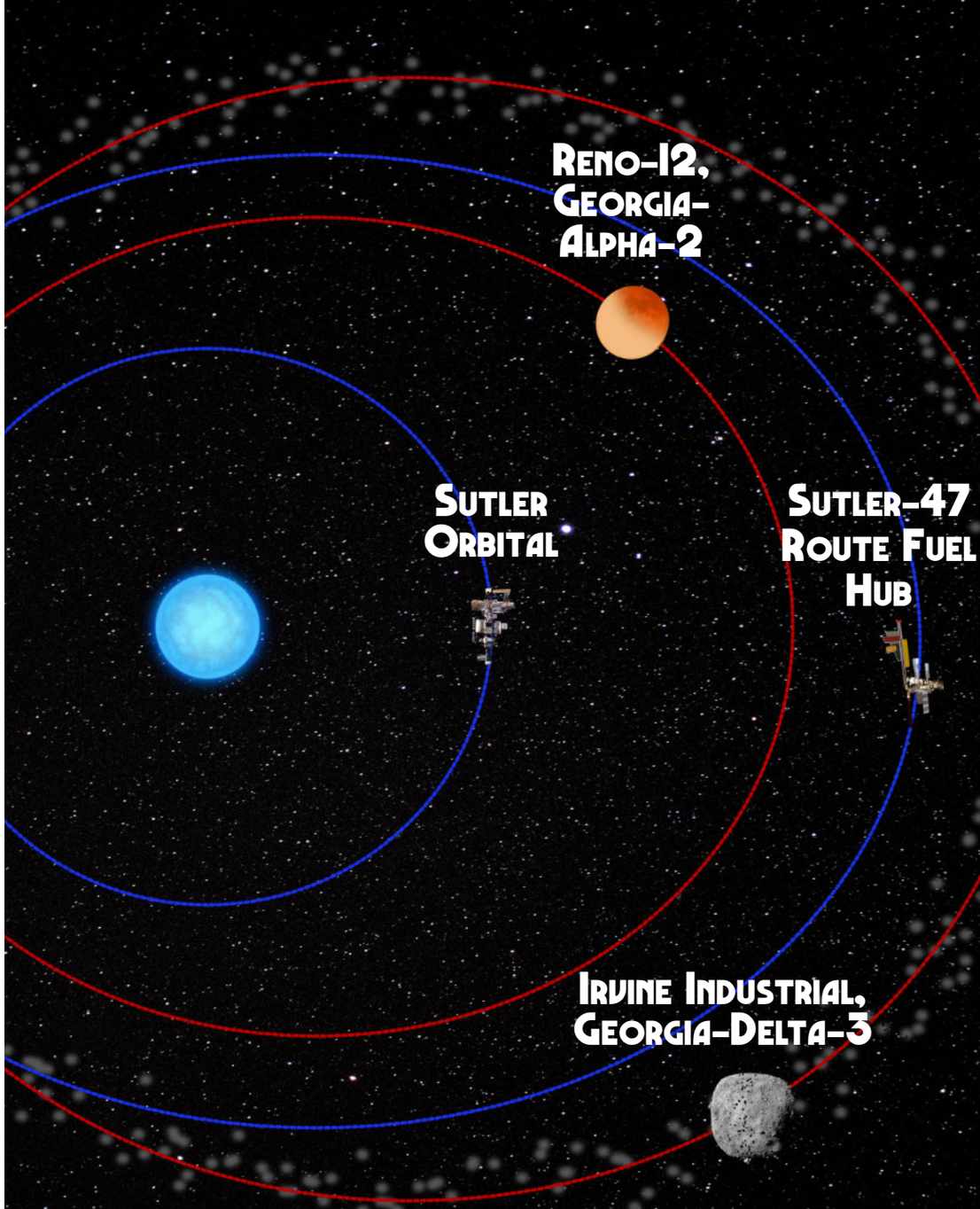
Locations

- **Sutler Orbital:** An independent space station that closely orbits the sun. It has a small number of services and acts as a primary hub for travellers to the system.
- **Sutler-47 Route Fuel Hub:** A fuelling station on a slow, wide orbit in the interior of the system. This kind of fuel stop is a common stomping ground for long-haul truckers and travellers from farther afield.
- **Reno- 12, Georgia-Alpha-2:** The primary hab-city of the system, located on the desert planet of Georgia-Alpha-2, in the Northern Hemisphere. Due to the arid atmosphere, much of the surface is covered with moisture farms and salt flats, but Reno-12 provides a concentrated hub of small-city living. Most of the industry here is run by the powerful **Parazzo Family.**
- **Irvine Industrial, Georgia-Delta-3:** A mining outpost city on Georgia-Delta-3, a mineral-rich moon orbiting Georgia-Alpha-3. A mining boom a few years back brought brief prosperity and rapid development to the outpost, but drier times herald economic decline.

Getting Started

You could start your crew mid-job, loose on the promenade of **Sutler Orbital**, or talking to someone who will offer them work. The characters might be from out of system, or tied into one of the existing factions.

- Smugglers: **Saul Jackson** on **Sutler Orbital**.
- Bounty Hunters: **Mary O'Neil** on **Sutler Orbital**.
- Punks: **Francine Dubois** in the **Viper's Bar and Grill** on **Reno-12**.
- Thugs: **Luciano Parazzo** at the **High Rollers** Casino on **Reno-12**.



The Sutler System

Points of Interest

Rumours

In the Sutler System, everyone is talking about something. Rumours are rife on the **Undercarriage Bar** in **Irvine Industrial**, in the **High Rollers Casino** and the **Strip** on **Reno-12**, and everywhere in **Sutler Orbital**.

1. Businesspeople have been seen skulking around the Tomaton Automobile Factory on Reno-12. If someone throws some credits at it, they could get it running again and revitalise the local economy.
2. There's a big fight happening soon in the **Undercarriage Bar** on **Irvine** Industrial. Local landowner **Casey Parazzo** is set to fight **Jessie "Red" Rhodes**, an out-of-system champion!
3. If the **Parazzos** give you trouble, the **Reno Snakes** are always willing to lend a hand.
4. The board shows an unusually hefty bounty out on **Jon "Tequila" Rogers**, who broke out of prison recently.
5. Pirate attacks are getting worse, and the crew of the *New York Groove* recently hijacked the cargo ship *Green Harrier*.
6. **Casey Parazzo** killed a man a few weeks ago, just for looking at her the wrong way!

The Law

Law in the region is managed by the **Peacekeepers** of **Sutler System Security,** who have bases on **Reno-12** and **Sutler Orbital**. Ostensibly a force of law and order, they are underfunded, underappreciated and noticeably corrupt, giving the **Parazzo Family** and their allies a wide berth.

A **Peacekeeper Barge**, the *SAV Fenring*, and its crew of 4 **Peacekeepers** handle particularly egregious criminals, but the department prefers to stake bounties and rely on independent contractors. The *SAV Duncan* and *Halleck* are usually out on patrols elsewhere.

Peacekeeper Barge

Loyalty: Sutler System Security

Body: 1 **Integrity**: 1 **System**: 1

Hull: 8 **Fuel**: 5

Equipment: Light Railgun (**Military: Armour Piercing, Loud), Cargo Scanner** (checks a vehicle for illegal cargo), **Warrant Scanner** (checks for any crimes attached to a vehicle or its last registered owner)

Peacekeeper

Loyalty: Sutler System Security

Muscle: 1 **Savvy**: 1 **Grit**: 0

Weaponry: Pistol (**Personal**)| Baton (**Improvised**: **Stunning**)

Equipment: Radio | Handcuffs

Moods: 1. Paranoid | 2. Arrogant | 3. Imperious |4. Disorganised | 5. Oafish | 6. Corruptible

The Bounty Board

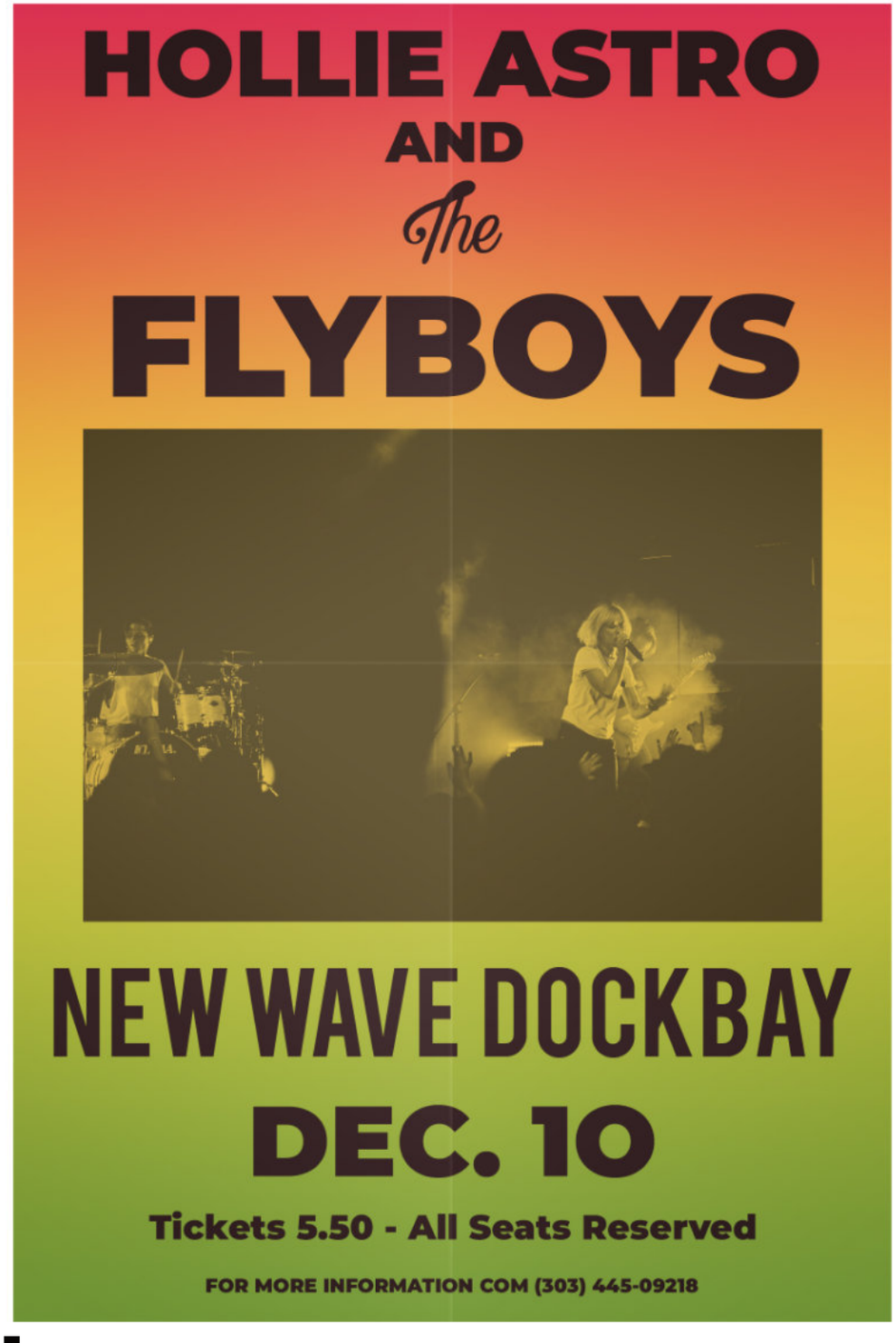
Sutler System Security offers bounties for prominent criminals throughout the system. Escort captured marks to the outposts on **Reno-12** or **Sutler Orbital** for cash rewards.

Bounty Boards throughout the system repeat stock messages, reporting the appearances and crimes in a dreary monotone interspersed with catchy but mundane ad reels for household cleaning products and adverts for local establishments.

- **Jon "Tequila" Rogers** recently escaped from Folksong Penitentiary Station. His previous crimes include gambling, fraud and identity theft. His bounty is unusually high—6 **Credits**, Alive.
- **Tequila** hired a mob of petty thugs, who are all wanted for various petty crimes—collectively worth 2 **Credits**, Alive.

Small-time bounties, 4 **Credits** each:

- **Wallace Forbes**, a greasy, paunchy con man. Wanted alive in connection with numerous heists on big-name casinos. Last seen heading towards **Reno-12**.
- **Aileen Blatto**, wanted for robbery and grand theft auto. Leader of the **Desert Cats**, a biker gang on the **Backroads** of **Reno-12.** Wanted dead or alive. No confirmed visuals available, known by her trademark red leather biker jacket.
- **Ivan Delshik**, an arms dealer. Last seen at **Irvine Industrial**. Reported to change appearance frequently, but recognisable by a faded tattoo below his right eye in the shape of a tear. Wanted alive for questioning.
- **Alice Rutters**, part of an intergalactic smuggling ring. Wanted alive for questioning. No known vessel of her own—known to coerce male truckers for rides between systems. Blonde, permed hair, blue eyes.



D6 Space Travel Events

It takes about a day on a normal ship to head between any of the 4 points on the map of the Sutler System. Roll D6 for any journey.

If you have already resolved any of the situations, roll again or just use more **1. Pirates!**

1. Pirates!

A **Pirate Crew** approach and make to board your ship.

2. Debris Rupture

Heavy, drifting debris blocks your exterior vents. Someone needs to go outside and clear it out.

3. Authority Checkpoint

The **Peacekeeper Barge** *SAV Duncan* and its crew of 4 **Peacekeepers** hails you from a distance. They have taken an interest in your recent arrival, and politely request to board your ship to confirm licenses and personnel.

4. Distress Signal

An automated, tinny distress signal rings out from the **Sutler-47 Fuel Route Hub**. If the situation there is already resolved, the distress signal emanates instead from the cargo hauler, *Sovereign*. Some **Pirates** (see Event #1) aim to take a shipment of precious metals worth 3 **Credits** from its hold.

5. Cargo Escort

A cargo hauler, *Washington's Song*, headed to **Irvine Industrial** asks for an escort to avoid **Pirates** in the area. The ship is carrying one of the following:

1. Liquor for the **Undercarriage Bar**.
2. Space suits for orbital miners.
3. Tightly-packed mining charges.

6. Tour Shuttle

A tour ship, *New Caldera*, carrying **Hollie Astro & The Flyboys** is out of fuel and drifting. They're looking for someone to ferry the four-member band to **Viper's Bar** on **Reno-12** in time for a gig next solar cycle. The band party hard—they have a significant amount of liquor and drugs, and they're more than willing to share.

Sutler Orbital

A backwater station, favoured by interstellar outlaws for its remote location among mining moons and declining civilisations. The Station floats quietly in the light of the system's dying sun, its peeling paint exposing an aging chassis. Sizzling halogen lights illuminate the hallways. Everything here is faded and in need of renovation.

Rumours flow freely on **Sutler Orbital**, and everyone has thoughts on the latest bounty or news broadcast.

The Providence Tap

A smoky drinking hole with lacquered wood and sticky tables. The back windows overlook the vast open-space docking bay. It is quiet, and the Jukebox requires a good, solid hit to work right.

- **Marvin Howard** runs the tap most hours of the solar cycle.
- **Saul Jackson** is a frequent visitor recently, keeping an eye on the window that looks out to the ship port. He is looking for a crew to courier **Jessie "Red" Rhodes** to a boxing match on **Irvine Industrial**.

Port Parts Inc.

A ship outfitting and engineering garage built into the ship port. An archaic chain now mostly out of business, a franchise persists at **Sutler Orbital** under **Todd Reed's** greasy management. The place stinks of rocket fuel and oil, and tattered pin-ups dot the walls between tool racks.

- **Todd Reed**, an unassuming mechanic, manages the garage and oversees most repairs. Runs a small side business selling small arms and otherwise illegal ship parts off the books. His stock is limited to what he has been able to take from ships coming through recently.
    - 3 Standard-Quality **Remote Explosives**.
    - **Scan Detection Monitor.**
    - 4 **System Communicators**.
    - **Warrant Scanner**.
    - A small, sleek shuttle in one of the repair bays can be attached like a sidecar to a ship's main hatch. In days gone by **Reed** used it to smuggle arms to eco-resistance fighters. It is outfitted to be undetectable to scanners, but he has no use of it now. He will part with it for a **Crew Project** worth of cash.

Marvin Howard

Balding, moustachioed, and missing one eye. A former prospector at the nearby Irvine Industrial Mining outpost, retired after a "mining injury" (supposedly unrelated to his eye). Now runs the **Providence Tap**. Rumour has it he used to be a smuggler, but he laughs it off and says good, hard work is the only thing he's ever known.

The Old Days

Business on **Sutler Orbital** is dull—Howard longs for a taste of the old days, and his old ways. He has a tall tale for any interstellar outlaws that swing by about a smuggler's cache hidden in the foreman's office at the old Ferris Iron quarry on **The Backroads** of **Reno-12**. If anyone were to verify the old rumours, he'd appreciate hearing what they find.

Saul Jackson

A sly, middle-aged man with slicked-back hair and a penchant for cigarillos. Many previous vocations and former lines of work, but currently the coach and manager of **Jessie "Red" Rhodes**, a prizefighting Boxer. Actually a former money launderer for the **Parazzos**. Looking to pay off his debt to his boss, **Toni Parazzo**, by turning in **Indie Carter**.

Cash in Hand

Jackson is looking for a crew confident enough to smuggle Red into **Irvine Industrial** in time for an underground boxing match against **Casey Parazzo**, a renowned bare-knuckle boxer. Jackson is secretly using Red to smuggle "Grease"—a gel-based stimulant—onto the station under Red's boxing gauze, in a vain attempt to appease the **Parazzo** family. **Terry Roy** will pay 2 **Credits** to the Crew for delivering **Red** to the **Undercarriage Bar**—significantly less than the Grease is worth.

Todd Reed

Lean, wiry. A former hippie who wears his long, greying hair in a ponytail. Poorly hides a shady past as an eco-terrorist, and still has some connection to arms dealers and black market part fitters. Has a small selection of black market equipment he will part with for the right price or a favour from a friendly contact.

Boom & Bust

Todd caught word that a biker gang on **Reno-12** is interested in restoring the **Tomaton Automobile Plant**. He'd love to relocate there to help get the old thing working again. He needs a Crew to get him there and signed up with whoever's in charge, and he is willing to part with a **Ship Cloaking Device** in exchange for the favour.

Frontier Security Services

A security franchise on a government contract to operate interstellar bounty boards and authority holding cells. Built to template across the galaxy, once you've seen one Frontier Security Service, you've seen them all.

- A **Bounty Board** provides a feed of the system's latest bounties, updated every half-hour.
- **Mary O'Neil** works behind the counter, taking in any live captures and verifying biodata from "cold hits."
- One of the two holding cells in the back houses **Indie Carter**, taken in for smuggling narcotics. As he is allegedly involved in smuggling operations around the system, any registered Hunters are entitled to time with him for questioning.

Mary O'Neil

Peroxide blonde with smoky eyes and a mean scar across her left cheek. The aging beauty of **Sutler Orbital's Frontier Security Services**. A chain-smoking ex-Hunter who retired after the death of her son to enjoy a quieter life. She's putting in a few more months of work with the franchise before planning a proper retirement to a more temperate planet—preferably one with some beaches.

One Last Job

Ten years ago, Mary O'Neil came to the Sutler System on the trail of a lucrative bounty for a masked interstellar outlaw known only as "Paz Junior". The trail went cold, and lack of money meant Mary had to settle down for a few months—and before she knew it the months became years. She still has the bounty writ, and will share it with any Crews that catch her eye. She has a hunch Paz Junior is still in the system somewhere. If someone were to find them, the hefty payout would provide a comfortable retirement. The only clue she has is a porcelain masquerade mask.

Paz Junior

The real identity of "Paz Junior" is, or was, none other than a young **Toni Parazzo**—back when she cut her teeth as a pirate before she inherited her father's casino and criminal network on **Reno-12**. The telltale mask hangs above her desk in the Parazzo **Penthouse Office**. The only people who know about her past are her siblings, **Saul Jackson**, and **Indie Carter**. The bounty for Paz Junior is old, and requires the mask and the target—dead or alive—brought in for verification. The writ is worth 8 **Credits** to the successful party, even with Mary taking her finder's fee.

Indie Carter

Dishevelled and weaselly, with straw-like hair and an ill-fitting grey suit. Former business partner of **Saul Jackson**. Saul threw Indie to rookie hunters to avoid being taken in on a bounty. Now, apprehended by a Crew a few days ago, Indie finds himself awaiting authority pick-up in **Sutler Orbital's Frontier Security** franchise. Previously an accountant, he knows he won't last five minutes in a penitentiary—he is desperate for a way out. Anyone interrogating Indie Carter will find he responds poorly to threats of violence, but fears authority and legitimate sentencing—bones heal faster than most jail sentences.

No Space for Old Men

Indie knows **Saul Jackson's** sudden interest in boxing is just another front, and he knows drugs will be involved somehow. While Saul's testimony was airtight, Indie ran a relatively clean grift on mining taxes, cooking the books at **Irvine Industrial** on behalf of the **Parazzos**. He skimmed several million credits off the top and left it all in a suitcase, hidden in a vent between rooms at the **Sutler-47 Fuel Route Hub Motel**. He wants it delivered—not a cred missing—to **Toni Parazzo** on **Reno-12** to secure a breakout and a clean slate.

Other Points of Interest

The Hot Pot, an interstellar conglomerate service station and coffee shop. The coffee is great, but best avoid the sandwiches. **Jessie "Red" Rhodes** stops in there every morning.

Commway Communication, a chain business providing small booths with net access for a few hundred credits per minute. Here, travellers can keep up to date with interplanetary news (updated every half-hour) and make calls across planets and systems.

Blast-Off! Burger, a cheap and greasy intergalactic burger chain that dominates the fast food industry. Regrettably the best food on the station.

8/12, one of the galaxy's leading convenience store chains. **Sutler Orbital's** residents get all their necessities here, and any transient visitors can pick up ammunition and other essentials.

Jessie "Red" Rhodes

A powerful woman, with broad shoulders and a muscular build. A shock of copper hair, a luxurious fur-coat and designer jeans. Surprisingly quiet and reserved. Often found minding her business in the *Hot Pot* with a black coffee and a bear claw.

A Way Out

Jessie is **Saul Jackson's** accomplice and will not remove her gauze bindings for any reason. She tells the truth to anyone who bothers to get to know her, or speaks highly of her previous fighting record—she knows this work is beneath her, and she hates herself for falling in with Saul.

She believes her old flame, **Jon "Tequila" Rogers**, is somewhere in the system, and that he might be able to help her. Jon has a bounty on his head, but Jessie can't condone the Crew claiming it. If the Crew get her to him safely and see them both off, she'll see about having Jon sell the drugs and give the Crew a share—worth 6 **Credits**.

Jessie "Red" Rhodes

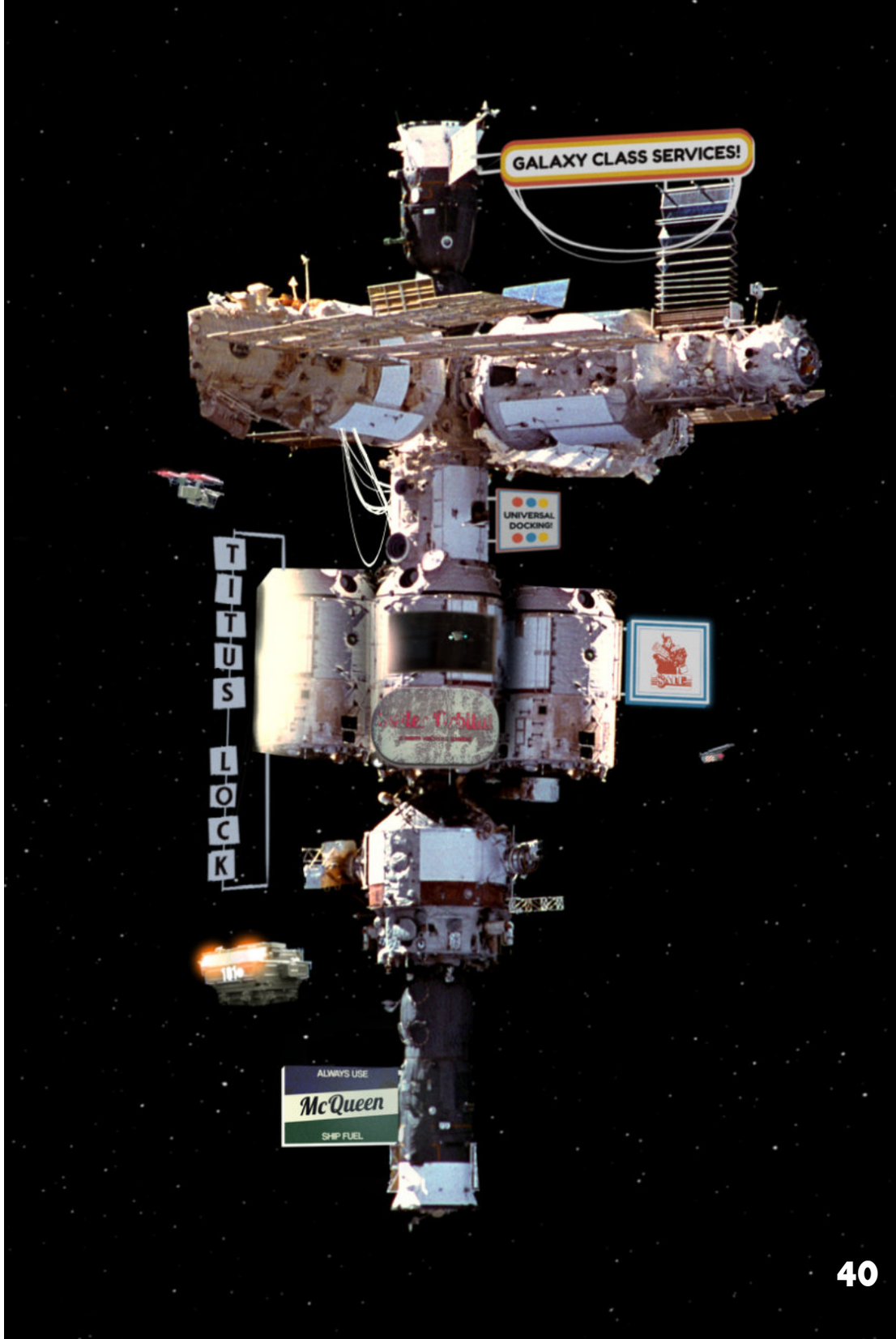
Muscle: 3 **Savvy**: 1 **Grit**: 2

Heart: 10

Weapons: None

Gambits: Knife to a Gunfight **Trouble**: Lovesick (Jon Rogers)

Reach: "One to Watch" according to the Interstellar Boxing Network.



Sutler-47 Fuel Route Hub

A brightly sign-posted fuelling platform and motel slowly orbiting the system's dying sun. Built to the same archaic specifications as a million more across the stars. Things here are a little too quiet—anyone passing by hears the shrill ping of a distress signal across their ship's monitors.

The Distress Signal

The distress signal from the Hub is from a personal communications device, reporting a hostage situation. Ports are open and awaiting support. Local authorities are nowhere to be seen.

Ship Parking Lot

As the Crew's ship docks, the airlock closes behind them and emergency lights flicker on.

- There are two other ships in the dock:
  - *Midnight Runner*, a medium-size personnel carrier, with scratched yellow paint scorched from blaster fire. Scans show it holds no cargo, and was last registered to a **J. Rogers**.
  - *Bossanova*, a bulky, rectangular freighter with cherry-red paint. Scans show it holds a shipment of high-quality liquor bound for Reno-12, and was last registered to a **W. Bart** on behalf of Galacti-Go Shipments. A sawed-off shotgun is strapped to the roof above the pilot's seat.
- An airlock door hangs slightly ajar, dim fluorescent light eking in from the hallway beyond.

Sutler-47 Fuel Route Hub Interior

Fluorescent ceiling lamps and decrepit, beige paint. A potted plant beside a check-in desk for the motel rooms upstairs.

- A receptionist sits behind the desk, his mouth taped closed and his hands bound with a cable tie. Once freed, he nonchalantly says this place gets held up every year or so.
  - Tells the Crew there are two **Hired Guns** in the **Toilets**, and three more in the **Convenience Store** with their boss. Two guests upstairs—**Will Bart** and someone who only gave the name **Alice**—and he'd appreciate it if the crew could check they're all right.
- A small **8/12** convenience store entrance glows at the end of a tiled corridor.
- A swing door to the left leads to the **Toilets**.
- A heavy double door to the right leads to a stairwell up to the **Motel Rooms**.

Toilets

Chipped white tiles and a row of toilet stalls. A series of washbasins and a graffiti-covered mirror. Two **Hired Gun** Mooks:

- One wears a white shirt and black suit pants, doing a line of Nebulae from the washbasin counter. Sweating and twitching, he has a pistol at his waist, but left his SMG on top of the cistern in one of the stalls.
- Another is stuck to one of the toilets, loudly complaining about the quality of gas station hot dogs these days. He'll be there a while.

Motel Rooms

Up the stairwell, a series of three small rooms, all unlocked.

- Room 1. **Alice Rutters** hides in the wardrobe with a deringer, under the impression the raid downstairs is for her.
- Room 2. A suitcase full of a small fortune in bond chips (12 **Credits** worth) is hidden in the air vent running between Rooms 1 & 2. The money will be incredibly difficult to cash out at a bank or casino without raising questions. **Indie Carter** hid it here, but it belongs to the **Parazzo Family**.
- Room 3. **Will Bart** sleeps heavily on the bed, unaware of the distressing situation below.

8/12 Convenience Store

Their commercial layout unchanged for generations, this Fuel Hub's convenience store is like any in the glamourous videos of Old Earth—down to the mob of **Hired Guns** occupying the shop floor.

- Behind the counter, **Jon "Tequila" Rogers** presses a gun into the young shop worker's back. He insists the worker call off the distress signal to the authorities, and contact someone who can fix his ship or get him to **Irvine Industrial**, no questions asked.
- Two **Hired Guns** in ill-fitting black suits sit on the freezers smoking cigarettes and sharing a bag of chips. They carry SMGs on shoulder straps and pistols at their waists.
- To the rear of the store, a third **Hired Gun** helps himself to a beer from a six-pack in the fridge.

Hired Gun

Loyalty: Jon "Tequila" Rogers

Muscle: 1 **Savvy**: 1 **Grit**: 0

Weapons: SMG (**Personal: Rapid Fire**)

Jon ”Tequila” Rogers

A sharp, thin man, with carefully coiffed hair. Floral shirt, high-waisted pants, and a high-calibre pistol with dogs playing poker painted on the grip. An eccentric man, he makes friends easily, and has a history of casino fraud behind him. **Jessie "Red" Rhodes’** former lover. He heard about Jackson’s schemes while in jail,, and escaped Folksong Hub Penitentiary to dissuade **Red** from smuggling drugs.

Jon ”Tequila” Rogers

Muscle: 1 **Savvy** 2 **Grit**: 2 **Heart**: 9

Weapons: Revolver (**Personal**: **Armour Piercing**)

Gambits: Fast Hands **Troubles**: Through the Teeth

Reach: Beloved by Sutler System Criminals

On The Run

Jon wants to reach **Irvine Industrial** in time to disrupt **Red’s** bout, persuade her to abandon smuggling and run away with him to start a better life. If Jon and Red reunite before that point, the pair ask the Crew for assistance getting to **Beauford Terminal** on **Reno-12** to catch a ride out of the system. **Saul Jackson** and a mob of 4 **Hired Guns** intercept them (and the drugs) at the terminal.

Will “Willie” Bart

A paunchy, aging trucker for Galacti-Go Shipments. Hard-working—and hard-drinking—with a penchant for big gold chains and denim vests. Formerly a miner, he now makes a living running commodities from out-of-system. In off-seasons, he runs cargo transporters for the mining facility—he knows how to get in and out of **Irvine Industrial** in a jiffy.

Lost Love

Laid out in the **Sutler Fuel Hub**, Willie is sleeping off a hangover from a wild night at **Sutler Orbital**. He had the most amazing time with a real heartbreaker, and in a drunken stupor they made shotgun vacation plans to visit a Hospitality Station—Willie even has the tickets. The problem is he can’t remember her name, and she disappeared the next morning. All he remembers are her smoky eyes and the scar on her cheek.

Never Too Old

Willie’s lost lover is **Mary O’Neil**. If the Crew reunite the pair, Mary remembers him perfectly well—and is willing to give the old trucker a shot. Between her and the Crew, she doesn’t reckon she’ll be coming back to Sutler if she hits the road with Willie. She gives the Crew one of her lucky—if gaudy—rose gold-plated revolvers as thanks for their help. If she hasn’t already, she’ll also hand over the bounty writ for her **One Last Job**, saying she doesn’t have much use for it now.

Irvine Industrial

A bustling, obtuse station built into the pale, brown rock of a mineral-rich moon. A beehive of steel, mining shuttles and cargo carriers come in and out at all hours. Fragments of the moon, blown clean from the bedrock, hang in orbit as mining crews prospect for precious minerals.

Dock

A colossal bay, large enough to accommodate even the bulkiest freighters. The hustle and bustle of cargo and personnel vessels make it one of the busiest spots in the system—surely no one would notice an independent ship slipping in.

- Be careful entering the port without declaration—even the smallest bump from a cargo hauler will send a crew ship.
- Ships coming in to dock must connect with an airlocked docking bridge before proceeding to **The Hub**.
- A **System Authority Vessel**, the *SAV Halleck*, crewed by four **Peacekeepers** patrols the dock. They halfheartedly stop and search any suspicious ships coming in or out of the port.

The Hub

A central amphitheatre plaza with harsh iron balustrades and mezzanine platforms. Individual strut corridors run off to mining shuttle docks, living quarters and services—though most are off-limits to non-mining personnel. A giant halogen light-plate in the ceiling does a poor job of emulating a night and day cycle.

- A small selection of offices, convenience stores and eateries built into a few small alcoves.
    - A *Hot Pot* coffeehouse, franchised to the mining colony. **Ivan Delshik** works here as a barista, his cap pulled down, keeping to himself. The rest of the staff know him as Thomas Smith, who came in recently for the job.
    - *Medivate Pharmaceuticals*, a medical supply store, selling a selection of compresses, painkillers, muscle supports and stimulants. Rudimentary computers built into the walls eliminate the need for staff, and offer basic diagnoses and product suggestions.
    - Offices for accounting, logistics, and finance in the alcoves. **Casey Parazzo** is turning the former accounting office of **Indie Carter** upside down, eager to find the Parazzos' missing money.

Living Quarters

Rows of single-bed apartments for miners living on-station, with communal kitchens and amenities. Heady smells of cooking and the sounds of myriad languages. Off-duty miners play cards and watch TV.

- The miners don't take kindly to people coming in and poking around in their living space, however shared it seems. Anyone who puts in the effort to get to know them or talk among them hears a **Rumour**.

The Undercarriage Bar

A grimy, metal-clad drinking hole for Irvine Industrial's miners. Music blares at all hours, and a variety of sports play on blocky screens hanging at the corners. Smoking is technically prohibited everywhere on the station, but good luck telling any Undercarriage patrons that.

- **Terry Roy** tends bar here, and runs a tight ship—if you want to fight, take it downstairs so the **Peacekeepers** don't see.
- Below the bar proper, there is a function room for the occasional music gig or sports event. Currently it contains a boxing ring for the fight between **Jessie "Red" Rhodes** and **Casey Parazzo**.

The Fight

The fight takes place the night after **Red** arrives at Irvine Industrial.

- If **Indie Carter** hasn't been taken care of for **Luciano Parrazzo**, or if **Casey** hasn't got the suitcase back, Casey's head isn't in the fight, and Red wins.
- If **Indie** (or his money) has been delivered to the **Parazzos**, or if Casey is juiced up on Grease, Casey gets into the zone in time, and wins by fighting dirty.
- If **Red** left with **Jon "Tequila" Rodgers** or was apprehended, the fight is off. **Toni Parazzo** will put a bounty of 4 **Credits** each for Saul and Jessie if brought in alive under the pretence of narcotics smuggling.
- If Casey is in no state to fight (perhaps due to **Francine's** payback), the fight is off. Red heads to **Reno-12** to buy a one-way ticket out of the system. If Saul tries to stop her, she'll break his nose.
- If none of the above are true, it's a fair fight.

The Mines

Industrial units, full of rowdy miners, heavy machinery and foul-mannered foremen. They don't let anyone who isn't a miner in, and even if they did, there's nothing interesting to steal here apart from a couple hundred kilotons of ore awaiting the next cargo hauler out of system.

Terrance 'Terry' Roy

Owner of the **Undercarriage Bar**, and a former System Authorities man with a criss-cross of scars across his face. Anyone less intimidating would struggle to hold authority in a miner's bar. Famous among miners for never losing an arm wrestle. A crooked sign above his station at the Undercarriage promises free drinks to anyone who can best him—it has yet to be claimed.

Old Habits

In his day, Terry was as crooked as they come. He only settled down when he bit off more than he could chew. He's kept clean for a few years, making a decent living running The Undercarriage, but old habits die hard.

If **Cash in Hand** has been completed, Terry has a new scheme planned. He's hoping to get the miners hooked on Grease to provide a stable customer base. He'd like someone unconnected to convince **Casey Parazzo** to use Grease in her upcoming fight—some shockingly visceral advertising. He'll pay someone 2 **Credits** if they can convince Casey to partake in this body-building drug. Anybody who fixed the fight could also make a tidy sum gambling on it too!

If **Cash in Hand** has not been completed, he will push the Crew toward **Saul Jackson** if they seem like capable smugglers.

Casey Parazzo

The warmer, more colourful middle sister of the **Parazzo** siblings. **Toni Parazzo's** most trusted contact and enforcer on **Irvine Industrial**. Shaved head, marked with an elaborate network of spiderweb tattoos. She is physically intimidating, and brokers no hassle from her fellow miners. Anyone who thinks otherwise gets a killer right hook.

New Money

Booked to fight **Jessie "Red" Rhodes** in an upcoming underground boxing match, Casey has been preoccupied of late. She is currently trying to find the money **Indie Carter** siphoned from **Irvine Industrial** for the **Parazzos**. Before Casey could collect Carter's haul on her sister's behalf, Carter was booked by a team of rookie hunters on his way back from a weekend at **Sutler Orbital**. It would mean a lot to Casey—and the Parazzo family—if the suitcase of bond chips he stole was located and returned to her.

Reno-12

A dry, dusty town with few high-rise buildings. The boom-and-bust economy of the frontier galaxy took its toll here—boarded-up buildings, graffiti-clad construction projects, eroding glamour. The town sits alone in a vast desert among a few outlying fields of solar panels and tech-assisted farms. It is a poorly-kept secret in the Sutler System that the **Parazzo** family owns most of the town—and much of the planet—though recently the **Reno Snakes** biker gang have posed some resistance to the Parazzos' monopoly.

The Strip

A dusty, pothole-ridden road that connects the town, the Strip is an assault on the eyes—flickering neon lights battle against the glaring sun to draw attention to the town's few notable services.

- *Rostovic's Arms and Equipment*, under a giant flashing pistol with *"Bang!"* written in cursive neon beneath. Rostovic's sells most arms and legal personal bounty equipment The salesperson lets anyone who name-drops **Toni Parazzo** browse a selection of black market wares in the back.
- A gated driveway guarded by two enamel statues of burlesque dancers leads to the **High Rollers Casino**. Visitors pass through a checkpoint manned by two **Parazzo Family Enforcers**. The guards take any weapons for "safekeeping." Motorbikes and their riders are expressly forbidden.
- The *Family Value Hypermarket*, for all of Reno-12's resident's needs. There is a small *Hot Pot* inside, and a huge selection of domestic goods down its labyrinthine aisles.
- *Reno Gold Accounting*. A stuffy, beige building, filled with stuffy, beige people. The headquarters of a galaxy-wide insurance firm, Reno Gold provides a great deal of work and stability for the few residents left on Reno-12. **Toni Parazzo** has a growing interest in the firm.
- A small, under-funded branch of **Sutler System Security** houses a beleaguered precinct of **Peacekeepers**. A **Bounty Board** flickers outside.
- A variety of small offices, convenience stores and recreation services.
-

"In the desert, you can remember your name. Come to Reno-12."

- Georgia-Alpha-3 Tourism Board

High Rollers Casino

The most glamorous attraction on Reno-12, the High Rollers Casino is a touch of class on an otherwise undignified rock—according to the **Parazzos**, anyway. Owned and operated by the Parazzo family, the interior of the casino is a gilded and glittering affair—luxurious red carpets, black furnishings, and handsome attendants attentively awaiting patrons' needs.

- A lobby in the entrance leads to the casino, with elevators up to a sizable, though often empty, hotel.
- A wide variety of gambling in the casino—cards, roulette slots and craps.
- A **Mob** of **8 Parazzo Family Goons** keep an uneasy peace here. In the interest of civility, they always attempt to disarm and detain before resorting to more extreme measures.
- The **High Ball Glass** is the casino bar. Run by **Luciano Parazzo**, it serves a range of sophisticated cocktails and imported beers.
- **Wallace Forbes** slopes around the casino, scoping it out for a potential heist. **Toni Parazzo** already has him figured out, and is simply waiting for him to slip up.
- **Toni Parazzo** and 4 **Parazzo Family Enforcers** oversee operations from a penthouse office, only accessible with a secret numerical input for the elevator known by most Parazzo Family Gang Members. The office itself has an elaborate wall of screens providing a variety of CCTV feeds from the casino. A porcelain masquerade mask hangs above Toni's desk.

Luciano Parazzo

Soft-spoken and genteel, the youngest of the **Parazzo** siblings—and the most overlooked. Though relegated to running the **High Ball Bar** and a token share of the Parazzo estate, Luciano is happy with his lot in life. Unlike his sisters, he wishes things would quiet down around Reno-12 so he can tend bar and enjoy his quiet life in peace. He has no taste for the Parazzo siblings' usual dirty work, and is always on the lookout for transient Crews of interstellar outlaws he can pawn the dirty work off on in exchange for **Credits**.

Cleaning House

Luciano has a soft spot for interstellar outlaws—he loves to hear stories about drifting through space, living hand-to-mouth. Alas, he has a comfortable life and stable employment to be getting on with. His sister wants him to take care of some loose ends—namely **Indie Carter**, who got busted while on a job at **Irvine Industrial**. He offers 4 **Credits** for anyone who brings Luciano one of Indie's kitschy ties as proof of the "clean up."

Toni Parazzo

An icy heiress of old money, wiry and sharp-featured. She cycles through a range of hair styles, colours and looks on a near-daily basis, maintaining only a sharp navy suit of Old Italian design as a hallmark. She considers herself queen of Reno-12, and will stop at nothing to achieve absolute monopoly over her planet—and in time, the entire Sutler System.

Mob Rules

Nothing and nobody comes in or out of Reno-12 without **Toni Parazzo** knowing about it, and the same goes for transient Crews. Eager to win them over quickly with credits—and cautious not to allow them to fraternise with the locals lest they develop feelings for their causes—Toni sends an intermediary to meet any noteworthy Crews visiting Reno-12 at **Beauford Intergalactic Terminal**. Through proxies, Toni offers a series of "quick and dirty" jobs. She insists the only difference between a registered bounty hunter and a hit crew is who pays the credits and who reports the crimes. Toni offers the following work, in numerical order, to anyone looking to join up with the Parazzos.

1. Injure a **Reno Snake** as a show of loyalty. 2 **Credits**.
2. Ensure **Casey Parazzo** wins her upcoming fight against Jessie "Red" Rhodes. 4 **Credits**, access to *Rostovic Black Market* stock.
3. Dispatch **Saul Jackson** unless he delivers his **Cash in Hand** to her contact, **Terry Roy**. 4 **Credits**, black sedan transport provided on Reno-12.
4. **The Viper's Bar** is an eye-sore. Burn it down. 6 **Credits**, an escort of 3 **Parazzo Enforcers** while on Reno-12.
5. Dispose of **Indie Carter**, if Luciano hasn't paid someone else to do it by now. 4 **Credits**.

Toni invites anyone who takes care of all these tasks to the **Penthouse**, where she requests one final job: dispose of **Francine Dubois**. In her heyday, Toni was a valuable bounty, and if their feud wasn't reason enough for one final hit, she suspects Francine is a hunter playing the long game. Anyone doing this will earn their place as a trusted advisor in her criminal empire, with a full salary for life.

The Queen of Reno-12

Toni Parazzo believes she has the best interests of Reno-12 at heart. The **Tomaton Automobile Factory** sits on one of the biggest lots in town, and would make for a great spot for a second casino. Reno Gold is holding all the necessary paperwork for the highest bidder. Toni was ready to buy it, until **Indie Carter** lost a suitcase full of her credits. Toni set her sister to finding the suitcase, and her brother to taking care of Indie, but if a new third party takes care of both, she makes sure those new benefactors are set for life.

Sunshine View

A habitation block for the planet's residents and the off-season miners at **Irvine Industrial**. **Toni Parazzo** recently bought up the apartments and rents them at a premium to outsiders—or for a pittance to her own. She aims to own the block by the end of the system's year.

A holdout for **Parazzo Family Gang Members**, the hallways and communal areas of Sunshine View are dilapidated and riddled with bullet holes. The whole building is covered in cracking tan paint, plastic plants and generic paintings. A few Mobs of **Parazzo Family Enforcers** loiter about, playing cards or dice, or patrolling the halls. They won't hesitate to accost any unexpected guests.

Viper's Bar & Grill

A smoky roadhouse establishment on the outskirts of town, and a bastion against the **Parazzo Family's** monopoly on Reno-12. It is frequented by members of the **Reno Snakes** Biker Gang.

- Owned and tended personally by **Francine Dubois**, who enforces a degree of peace with a booming voice and unwavering loyalty from the bikers. Should that fail, Francine's sawed-off, *Equalizer*, hangs in pride of place above the liquor.
- The stage frequently hosts visiting jazz, rock and swing bands. Viper's is known among music enthusiasts as a great stepping stone on the road to stardom.
- A dozen **Reno Snake Bikers** can be found here at any given time—more on evenings and weekends.
- If the crew missed him at the **Fuel Hub**, **Will Bart** is here, enjoying what he says are the best ribs in the galaxy.
- The **Desert Cats**, new rivals to the **Reno Snakes**, come in every Sunday night to kick up a ruckus with the regulars.

Canyon Avenues

A series of cul-de-sac housing projects, the Canyon Avenues are the **Reno Snakes**' stomping grounds. They lounge around in the desert sun, tinkering with their bikes before riding out to the desert network.

- Gangs of **Reno Snake Bikers** ride around, keeping a degree of peace and giving no hassle to residents.
- The **Parazzo Family** and their associates are not welcome here, but that doesn't stop them from rolling up in dusty saloon cars to start fights when the casino has a slow weekend.

Francine Dubois

Staunch and tenacious, with braided locks and tattoo sleeves of writhing serpents. A former bounty hunter turned business owner. She came to Reno-12 after hearing about its miles of open, abandoned roads and readily available property. A motorcycle enthusiast, Francine became enamoured with the planet's open stretches, and a cult following of like-minded enthusiasts quickly followed suit. Detested by the **Parazzo Family** for their noise and raucous behaviour, a turf war developed between the crime family and the bikers, and the **Reno Snakes** motorcycle gang found itself the main resistance against **Toni Parazzo** and her family. Now the de facto leader of the **Reno Snakes**, Francine runs **Vipers Bar & Grill**, and is eager to enlist any transient Crews to tip the turf war in her favour.

A Spot of Payback

Anyone who spends some time at **Viper's Bar** can tell that Francine is real sore about something. Turns out, **Casey Parazzo** smashed her antique motorcycle to pieces before leaving for **Irvine Industrial**, and Francine wants the score settled. Francine will lend her sawed-off, *Equaliser*, and a Mob of 3 **Reno Snakes** to anyone willing to make the trip to I**rvine Industrial** to make sure that Casey loses her upcoming bout against **Jessie "Red" Rhodes**. If the fight is called off due to the Crew's actions, Francine asks them to rough up her brother Luciano after his shift at the **High Ball Bar** instead. Either way, anyone who does as she asks is an honorary **Reno Snake** for life—and she'll see about getting them some bikes of their own.

The Queen of Reno-12

What **Toni** has in cold, hard credits, Francine has in connections around Reno-12. She's almost ready to make a serious bid on the disused **Tomaton Automobile Plant** to begin restoration. A contact at **Reno Gold Accounting** is holding the lot for cheaper than they're willing to sell it to Toni, but Francine just needs a fraction more. She doesn't expect or want charity, but an old flame of hers, **Mary O'Neil** at **Sutler Orbital**, tipped her off that the Parazzos have misplaced some money after **Indie Carter's** capture. If someone could find that missing cash and bring it to her, Francine will make a serious, above-board blow against the **Parazzo Family**.

Tomaton Automobile Plant

A derelict automobile production facility on the outskirts of town. A key battleground for the Parazzos and Reno Snakes alike, both parties have a vested interest in maintaining absolute control of the disused facility.

- **Toni Parazzo** wants to own the space, demolish it and build a second casino.
- **Francine Dubois** has the means to restore the automobile plant, revitalizing Reno-12's automobile industry—with some collaboration from neighbouring systems.
- Both parties are close to securing the rights to the plant from **Reno Gold Insurance**. They each seek a third party to tip the scales in their favour—and potentially dispose of any rival squatters on the lot.
- **Parazzo Family Members** and **Reno Snakes** frequently clash here. Fatal casualties happen every couple of weeks.
- The exterior lot is a spacious expanse of rusted-out car chassis and disused machinery—ample cover for a good old-fashioned shootout.
- The interior of the plant is a decaying spiderweb of machine tools, assembly conveyor belts and a teetering mezzanine walkway.

Beauford Intergalactic Terminal

A planetary landing pad and commercial spaceflight terminal, Beauford Intergalatic Terminal (the BIT) is the one-stop gateway to the rest of the galaxy for those without a vessel of their own. Transporter-Class ships land and take off from here daily, though they mostly find themselves loaded with imports and exports.

- Anyone landing on Reno-12 comes and goes through here. Checkpoints at the terminal are half-hearted at best.
- A *Wheel Deals* car rental franchise is attached to the terminal building. Visitors can rent a car—essential for getting around Reno-12—for a small deposit. Trash the car, lose the deposit (1 **Debt**).

The Backroads

A network of roads laces across the surface of Reno-12, dotted with abandoned gas stations, entrances to long-exhausted mine shafts, and dilapidated cul-de-sacs reclaimed by the sand. These roads are the domain of the **Reno Snakes** biker gang, though lately the **Desert Cats** have been claiming territory—and getting violent with any **Reno Snakes** that stray too close.

- If you explore the Backroads, roll every few hours spent on the road:
  - A **Mob** of 3 **Desert Cat Bikers**, ready to defend their territory.
  - Two **Reno Snakes**, out of fuel and in need of a ride.
  - A **Mob** of 3 **Parazzo Family Goons**, disposing of 2 bodies.
  - **Hitchhiker**. A common sight, mostly yuppie thrill-seekers.
  - 2 **Desert Cats** and 2 **Reno Snakes** caught in a standoff at a dilapidated gas station.
  - A **Stray Dog** wandering by the roadside. Small and vicious, but willing to be loved.
- The **Desert Cats** and their leader, **Aileen Blatto**, live in a disused diner and motel a half day's drive east out of Reno-12.
- The **Ferris Iron Quarry** is a day's drive south from Reno-12. A bag under the desk in the foreman's office contains 2 **Affluence** in **Bond Chips** and a sun-bleached photograph of a young **Marvin Howard**, **Terry Roy** and **Toni Parazzo**. They are holding a porcelain masquerade mask and laughing in what is now **Viper's Bar**.

Marks and Goons

Parazzo Family Enforcer

Loyalty: Parazzo Family

Muscle 1 **Savvy** 0 **Grit** 1

Equipment: Assault Rifles (**Military**: Rapid Fire)

Moods: 1. Distracted | 2. Tenacious | 3. Corruptible |4. Arguing | 5. Alert | 6. Violent

Parazzo Family Goon

Loyalty: Parazzo Family

Muscle 0 **Savvy** 1 **Grit** -1

Equipment: SMG (**Personal**: Rapid Fire)

Moods: 1. Bored | 2. Tired | 3. Suspicious |4. Friendly | 5. Scheming | 6. Vengeful

Reno-12 Biker

Loyalty: Gang (**Reno Snakes/ Desert Cats**)

Muscle 1 **Savvy** 0 **Grit** 1

Equipment: Shotgun (**Personal**: **Pellet**), Bike

Moods: 1. Lazy | 2. Drunk | 3. Impatient |4. Disorganised | 5. Drunk | 6. Angry

Pirate

Loyalty: Cash before Crew

Muscle 0 **Savvy** 1 **Grit** 0

Equipment: Pistol, Cutlass

Moods: 1. Argumentative | 2. Curious | 3. Confused |4. Sad | 5. Greedy | 6. Aggressive

Miner

Loyalty: Miner's Union

Muscle 2 **Savvy** -1 **Grit** -1

Equipment: Fists, Tools

Moods: 1. Sleeping | 2. Drunk | 3. Hungry |4. Grumpy | 5. Distrustful | 6. Enraged

Peacekeeper

Loyalty: Sutler System Security

Muscle 1 **Savvy** 1 **Grit** 0

Equipment: Pistol, Radio, Handcuffs

Moods: 1. Paranoid | 2. Arrogant |3. Imperious |4. Disorganised | 5. Oafish | 6. Corruptible

Making your Mark

Start of a **Mark** with the same profile as a relevant **Goon**, then add a special piece of equipment, give them+1 to two **Stats** and between from 8-16 **Heart**. If you can think of one, give them a **Trouble** or a **Gambit.**

- **Mary O'Neil** could be a **Peacekeeper** with +1 **Grit**, 12 **Heart** and her rose gold-plated Revolver.
- **Francine Dubois** could be a **Reno-12 Biker** with +1 **Muscle**, +1 **Grit**, *Equaliser*, her shotgun, **Fighter, Not A Lover** and 18 **Heart**.
- **Toni Parazzo** could be **Parazzo Family Enforcer** with +2 **Savvy**, 16 **Heart** and **Devil's Right Hand.**

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BOUNTIES

JOHANNES PARK
Charge #4475-DT.
Last seen Kantara Stat.
Guild ID: DD9977X 0644
Contact: L. L Canicola.
442- 11000-67F
LEVEL 2 WARNING

KAS KINYENKO
Charge #22210-DF.
Last seen Helocrox VI.
Guild ID: D9U65 3377D
Contact: Nomad Inc
775- 32977- 05T
LEVEL 5 WARNING

TAKARA RAO
Charge #3199-DI
Last seen Tar Ship Echo
No Guild ID
Contact: Sierra Soleil
762- 90553- 77H
LEVEL 3 WARNING

DOUG D.
Charge #5521-GT
Last seen TX Salvage
No Guild ID
Contact: L.N. Sailor
119- 63418- 62J
LEVEL 1 WARNING

RANZAM DOMUD
Charge #77531-SR
Last seen Varda Dawn
Guild ID: 8755863- 96F
Contact: K. Moor
146- 73119- JJF
LEVEL 4 WARNING

HELP WANTED

Wanted for immediate employment: Graduate of a relevant course or technical competency, no experience required. Honest, reliiable, punctual, dependable. Willing to put in long hours. Duties include repetitive tasks, detailed observation and organization. Competetive salary.

Write to: Consolidated Confederation, Box 772, Section DD66, Station Bay 12, Anchorway.

CC

J RANDAR JR
Charge #99965-DW
Last seen High City
Guild ID: 643112- 88G
Contact: Mercy Vadim
772- 55210- L09
LEVEL 2 WARNING

LUCA DELACROIX
Charge #00531-SV
Last seen Anchorway
No Guild ID
Contact: B Kalkain
006- 6631- MN6
LEVEL 4 WARNING

SHIPS AND CRAFTS

The Satellite of Love
Hull Type/Class: Chariot Carrier, 190E
Manufacturer: Kowloani Drive Yards
Jumpdrive: Primary: Class 3, Backup: Clas 20.
Navidirectory: No
Sensor Range: Short
Ships's Complement: One pilot, one co-pilot
Encuberance Capacity: 165
Passenger Capacity: 6
Cost: 100,000 Core Currency (non- negotiable)
#GHW10

The Blue Tangle
Hull Type/Class: Freighter, UY- 176
Manufacturer: Clayton Enginering
Jumpdrive: Primary: Class 2 Backup: Class 12.
Navidirectory: Yes
Sensor Range: Medium
Ships's Complement: One pilot, one co-pilot
Encuberance Capacity: 200
Passenger Capacity: 8
Cost: 200,000 Unit Creds (or best offer)
#GHW37

The Moonshadow
Hull Type/Class: Transport GR-764
Manufacturer: Rand Corporation
Jumpdrive: Primary: Class 2 Backup: Class 14
Navidirectory: Yes
Sensor Range: Short
Ships's Complement: One pilot, one engineer
Encuberance Capacity: 1000
Passenger Capacity: 70 (more with pods)
Cost: 180,000 Unit Creds (or best offer)
#GHW54

The Marquee Moon
Hull Type/Class: Freighter/Starwinder
Manufacturer: CED Starworks
Jumpdrive: Primary: Class 2 Backup: Class 12
Navidirectory: Yes (needs repairs)
Sensor Range: Medium
Ships's Complement: One pilot, one engineer, one cargo master, six crew
Encuberance Capacity: 850
Passenger Capacity: 6
Cost: Exchange for Galleon Armored Hauler
#GHW47

The Golden Needle
Hull Type/Class: Escort Boat, AF4
Manufacturer: Isanfore Systems
Jumpdrive: Primary: Class 2 Backup: Class 15
Navidirectory: Yes
Sensor Range: Short
Ships's Complement: One pilot, one co-pilot
Encuberance Capacity: 150
Passenger Capacity: 2
Cost: 150,000 Belt Schen
#GHW44

MISC. CLASSIFIEDS

IF YOU NEED prayer, call Faith's Edge Community, 872-88654 or 775- 443210

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A book by **SOULMUPPET PUBLISHING**

Written by Sam Sleney and Zachary Cox

Art by Josh Clark

Editing by Jared Sinclair

Music by Chris Bissette

Project (and bad layout and cartography) by Zachary Cox